

AS FOR A MULTIMEDIA SYSTEM

-- A METHOD AND SYSTEM TO FACILITATE ORDERING OF AN ITEM

CROSS-REFERENCE TO RELATED APPLICATIONS

The present application is related to co-pending divisional reissue applications serial nos. 09/903,457; 09/903,091; 09/903,448; and 09/903,458. The present application is a reissue application of US patent no. 5,819,034.

BACKGROUND OF THE INVENTION

(1) Field of the Invention --

Before column 1, line 8, the following heading has been added:

-- (2) Description of the Related Art --

Starting at column 3, line 1, the following amendments have been made:

-- BRIEF SUMMARY OF THE INVENTION

According to one aspect of the present invention, there is provided a method of facilitating ordering of an item using a distributed computing system including at least one client and at least one server. An item is shown, described, or both, to a user via the client. The user is enabled to order the item by a single interaction with the client. In response to the single interaction with the client, an order for the item is caused to be placed.

According to a second aspect of the present invention there is provided a method of facilitating ordering of an item that includes providing a client with information to show, describe, or both, an item to a user. The user is enabled to order the item by a single interaction with the client.

According to a third aspect of the present invention, there is provided a computer system to order an item. The system includes a data processing system to show, describe, or to both show and describe, an item to a user. The client enables the user to order the item by a single interaction with the client and, in response to the single interaction, causes an order for the item to be placed.

According to a further aspect of the present invention, there is provided a computer system to facilitate ordering of an item. The system includes a data source to provide a client with information to show, describe, or to both show and describe, an item to a user. The information source also provides the client with information to enable the user to order the item by a single interaction with the client.

According to further aspects of the present invention, there are also provided machine-readable medium embodying sequences of instructions that, when executed by a machine, cause the machine to facilitate ordering of an item according to any one of the above methods.

According to a further aspect of the present invention, there is provided a method of facilitating ordering using a distributing computer system including at least one client and at least one server. The method includes showing, describing, or both, an offering to a user via the client. The user is enabled to order the offering by a single interaction with the client. In response to the single interaction with the client, an order relating to the offering is caused to be placed.

According to a further aspect of the present invention there is provided a method including providing a client with information to show, describe, or to both show and describe, an offering to a user. The user is enabled to order the offering by a single interaction with the client.

According to a further aspect of the present invention, there is provided a computer system that includes a data processing system to show, describe, or both, an offering to a user.

The computer system further includes a client to enable the user to order the item by a single interaction with the client and, in response to the single interaction, to cause an order for the offering to be placed.

According to a further aspect of the present invention there is provided a computer system that includes a data source to provide a client with information to show, describe, or both, an offering to a user. The computer system further includes an information source to provide a client with information to enable the user to order the offering by a single interaction with the client. - -

~~The inventors propose a distributed computing system in which a server computer continuously produces a data stream. This data stream acts a mass storage device for the client computers receiving it. This data stream repetitively includes data representing a distributed computing application in which the client computer may participate, including executable code and data. A transport mechanism, including a high speed, one way, communication path, carries the data stream from the server to the client. The client receives the data stream, extracts the distributed computing representative data and executes the distributed computing application.~~

~~In accordance with principles of the present invention, a distributed computer system comprises a source of a continuous data stream repetitively including data representing a distributed computing application and a client computer, receiving the data stream, for extracting the distributed computing application representative data from the data stream, and executing the extracted distributed computing application.~~

~~In a distributed computing system according to the invention, the client computer system need not include all the resources, in particular, main memory and mass storage, necessary to perform the entire program. Instead, no mass storage is required because the data stream provides the function of the mass storage device, and the main memory requirement is modest~~

because only the currently executing portion of the program need be stored in memory. When the currently executing portion has completed, its memory space is freed up, and the next executing portion is extracted from the data stream, stored in the freed memory space, and that portion begins execution.

In addition, a distributed computing system according to the present invention allows the user of the client computer to have the option participating in the distributed computing task. If it is desired to participate, the client computer extracts the data representing the distributed computing application, as described above. If it is desired not to participate, the data stream is merely ignored, and the processing desired by the user, or none at all, is performed. Such a distributed computing system also allows each participating client computer to join the distributed computing function at any time and to proceed at its own pace in performing its own computing function.

A distributed computing system according to the present invention is particularly amenable to interactive TV applications because it allows a viewer to tune into an interactive TV channel at any time, join in the interactivity whenever desired (or not at all), and allows all the viewers to proceed at their different paces. This is especially advantageous in an environment when an interactive commercial, with its own executable code and data, may be presented within an interactive program, or when the viewer wishes to change channels.

Column 3, line 55 has been amended as follows:

-- BRIEF DESCRIPTION OF THE DRAWINGS -- In the drawing:

Before column 3, line 65, the following heading has been added:

-- DETAILED DESCRIPTION --

Column 4, line 35 has been amended as follows:

-- CLAIMS -- ~~what is claimed is:~~

The paragraph beginning at line 18, column 4 has been amended as follows:

-- Client computers 24 and 26 also interact with their users, (not shown in order to simplify the drawing). In addition, client computers 24 and 26 are bidirectionally coupled to the central processing facility 60. Such links are optional, however. The only requirements for any

~~client computer 20 are is a way to interact with a user, and a connection to the transport mechanism 30. Links to local computers, auxiliary data processing systems, and the central processing facility 60 are all optional, and need not be present in every one of the client computers 20.~~ --

The paragraph beginning at line 66, column 7 has been amended as follows:

-- For example, the distributed computing system illustrated in may be part of a widespread corporate computing system, and the server 10 may be located at a central location of that corporation. The client computer 22 may be located at a remote location, and the local computer 40 may be coupled to the personal computer network at that location. Workers at that location may store shared data (e.g. financial information) on the server connected to that network. The distributed computing function may include gathering local financial data from the client computers at the remote locations, processing that financial data and returning overall financial results to the client computers. In such an application, the executable code executing on the client computer 22 accesses the data from the local computer 40 (either from its attached

mass storage 70 or through the network) through the I/O port, and sends it to the server computer 10 through the central processing facility 60. The server computer 10 continues its processing based on the information received from client computer 22 (and other client computers 20), and returns the results of that processing to the client computers 20 either through the central processing facility 60 or via the data stream on the transport mechanism 30. --

The paragraph beginning at line 26, column 14 has been amended as follows:

-- A client computer 22 in a distributed computing system as illustrated in FIG. 1 does not need a mass storage device, or nor a large amount of RAM 212. Such a system decreases the cost of a client computer, and increases the functionality of the lower cost client computers. In addition, such a client computer has the option of participating in a distributed computing function, may join in the distributed computing function at any time (or may drop out and return later), and may participate at its own pace. --

IN THE ABSTRACT

The abstract has been amended as follows:

-- A method to facilitate ordering of an item utilizing a distributed computing system, which includes at least one client and at least one server, includes showing, describing, or both, an item to a user via the client. The user is enabled to order the item by a single interaction with the client. In response to the single interaction with the client, an order for the item is caused to be placed. --

~~A distributed computer system, as for transmitting and receiving executable multimedia applications, includes a source of a continuous data stream repetitively transferring data representing a distributed computing application and a client computer, receiving the data stream,~~

~~for extracting the distributed computing application representative data from the data stream, and
executing the extracted distributed computing application.~~

If there are any additional charges, please charge Deposit Account No. 02-2666.

If a telephone interview would in any way expedite the prosecution of the present application, the Examiner is invited to contact André Marais at (408) 947-8200.

Respectfully submitted,
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